

c. providing means for navigating said display in order to acquire information, said navigation means comprising a menu made up of various menus, and for any particular game or bet, the program being capable of visually cycling through odds for different sport books; and,

d. providing means for downloading and storing, on the user's computer, information about occurrences in connection with odds, analyzing said information and alerting the user when a predetermined occurrence takes place in connection with the odds.

2. The method of claim 1 wherein said step of providing means for an alert to be given when a predetermined occurrence takes place in connection with the odds further comprises providing an alert to be given when a predetermined odds, on a particular game, is offered by a sports book.
3. The method of claim 1 wherein said step of providing means for an alert to be given when a predetermined occurrence takes place in connection with the odds further comprises providing means for notifying the user when a predetermined amount of sports books' odds change within a predetermined amount of time.
4. (Cancelled)
5. The method of claim 1 wherein said program is written in the C++ programming language.
6. A method for providing sporting event odds and information, for sports books, in substantially real time where the sports books want real time odds and information on the sports books computer, the method comprising:
 - a. creating a program that utilizes an Internet connection to provide real time odds and information without utilizing a web browser, said real time odds and information being downloaded and stored on a user's computer, and wherein said

- program being incapable of placing bets;
 - b. providing means for a display of real time odds and information;
 - c. providing means for navigating said display in order to acquire information said navigation means comprising a menu made up of various menus, and for any particular game or bet, the program being capable of visually cycling through odds for different sport books; and,
 - d. providing means for downloading and storing bets on the user's computer, analyzing the information, and logging and tracking bets for a total of winnings and losses.
7. The method of claim 6 wherein said step of providing means to log and track bets for a total of winnings and losses further comprises:
- a. allowing the user to enter said bet and bet amount; and,
 - b. providing means for said program to grade bet in order to decide whether the bet was won or lost.
8. The method of claim 7 wherein said program calculates and logs winnings and losses.
9. (Cancelled)
10. The method of claim 6 wherein said program is written in the C++ programming language.
11. A method for providing sporting event odds and information, for sports books, in substantially real time where the sports books want real time odds and information on the sports books computer, the method comprising:
- a. creating a program that utilizes an Internet connection to provide real time odds and information without utilizing a web browser, said real time odds and information being downloaded and stored on a user's computer, and wherein said program being incapable of placing bets;

- b. providing means for a display of real time odds and information;
- c. providing means for navigating said display in order to acquire information said navigation means comprising a menu made up of various menus, and for any particular game or bet, the program being capable of visually cycling through odds for different sport books; and,
- d. downloading and storing odds on the user's computer, and allowing for the display of odds on the user's computer to be manipulated for a more efficient use of said program.

- 12. The method of claim 11 wherein said step of allowing for the display of odds to be manipulated provides customizable casino columns.
- 13. The method of claim 11 wherein said step of allowing for the display of odds to be manipulated provides horizontal and vertical scrolling bars.
- 14. The method of claim 11 wherein said step of allowing for the display of odds to be manipulated provides a feature that turns a page every five seconds.
- 15. The method of claim 11 wherein said step of allowing for the display of odds to be manipulated provides a color coded display.
- 16. The method of claim 12 wherein said casino columns can be moved by the click and drag method.
- 17. The method of claim 12 wherein said casino columns can be resized to a custom setting.
- 18. The method of claim 12 wherein said casino columns can be highlighted.
- 19. The method of claim 12 wherein said casino columns can be abbreviated in order to

allow more columns per page.

20. (Cancelled)

21. The method of claim 11 wherein said program is written in the C++ programming language.

22. A system for providing sporting event odds and information, for sports books, in substantially real time where the sports books want real time odds and information on the sports books computer, the method comprising:

- a. a program that utilizes an Internet connection to provide real time odds and information information without utilizing a web browser, said real time odds and information being downloaded and stored on a user's computer, and wherein said program being incapable of placing bets;
- b. means for a display of real time odds and information;
- c. means for navigating said display in order to acquire information said navigation means comprising a menu made up of various menus, and for any particular game or bet, the program being capable of visually cycling through odds for different sport books; and,
- d. means for downloading and storing, on a user's computer, occurrences in connection with the odds analyzing the information and alerting a user when a predetermined occurrence takes place in connection with the odds.

23. The system of claim 22 wherein said means for an alert to be given when a predetermined occurrence takes place in connection with the odds further comprises providing an alert to be given when a predetermined odds, on a particular game, is offered by a sports book.

24. The system of claim 22 wherein said means for an alert to be given when a predetermined occurrence takes place in connection with the odds further comprises

providing means for notifying the user when a predetermined amount of sports books' odds change within a predetermined amount of time.

25. (Cancelled)

26. The system of claim 22 wherein said program is written in the C++ programming language.

27. A method for providing sporting event odds and information, for sports books, in substantially real time where the sports books want real time odds and information on the sports books computer, the method comprising:

- a. creating a program that utilizes an Internet connection without utilizing a web browser, to provide real time odds and information, said real time odds and information being downloaded and stored on a user's computer, and wherein said program being incapable of placing bets;
- b. providing means for a display of real time odds and information;
- c. providing means for navigating said display in order to acquire information, said navigation means comprising a menu made up of various buttons, and for any particular game or bet, the program being capable of visually cycling through odds for different sport books; and,
- d. providing means for customizing the program so that the program downloads and stores, on the user's computer, occurrences connected with odds offered by one sports book or a predetermined number of sports books, processes said downloaded information, and alerts the user when a predetermined occurrence takes place in connection with the odds offered by one sports book or a predetermined number of sports books to enable the user to acquire the information he needs automatically.

28. The method of claim 27 wherein said navigation means further comprises:

- a. a menu made up of various buttons; and

b. said buttons are equipped with pull down menus.

29. The method of claim 27 wherein said program is written in the C++ programming language.